

**When asked
about our new
Race Drivin' game,
we have only one
thing to say...**

WHOOOOOOOOOOOOOOOO



You'll fly over The Corkscrew.



Get ready to be thrown for the loop.

When it comes to exploding the high-speed thrills of Atari's new *Race Drivin'* arcade game, we're at a loss for words.

After all, *Race Drivin'* is even more outrageous than our popular *Hard Drivin'* game. It's tricked out with breathtaking new features like SuperStunt—with a

000000000000000000AH!



Race Drivin'

corkscrew loop, jump loop and full pipe that will challenge even the bravest racers. New Astrocross track with built-in pace car. And *Buddy Race*, where players take on each other and the clock simultaneously.

Then there's *Race Drivin'*'s life-like 3-D graphics, incredible handling, and true cockpit-style controls. All of which will

leave you speechless, too.

But don't take our word for it. Instead, take *Race Drivin'* out for a test spin, loop, jump, race, roll, crash, drive today.



The Name of the Game.

Atari Games Corporation, 675 Sylvan Road, P.O. Box 347116, Menlo Park, CA 94024-1116 (408) 434-2700
© 1992 Atari Games Corporation. All Rights Reserved.

Race Drivin'

Features

- **Improved handling**—Faster microprocessor and more efficient software code provides a new, inimitable lag time between control input and screen graphic response. Race Drivin' feels even more like a real car!
- **New tracks**—The Super Stunt track will challenge even the best Hard Drivin' stunt racers. New tests of skill include a corkscrew loop, a jump loop and a full pipe.

Autocross track with a built-in pace car provides feedback to hone competitive driving skills. The vector-down pace car is actually a recorded view of the player's best lap.

- **Buddy Race**—Two-player alternating race where the computer records the performance of player one and player two races head-to-head against the best player and the clock.
- **Select a car**—Players can select from several different sports cars to suit the race track chosen. The Race Drivin' cars are modeled after the performance features of several well-known sports cars. Each car has its own handling characteristics of off-the-line quickness, top speed and cornering.
- **New shifter assembly**—Improved materials for shifter boot and electromechanical parts.
- **Improved serviceability**—Easier access to steering motor assembly and many other key components.

Deluxe Cockpit Dimensions:

Width: 20 1/2 in. (51 cm)

Depth (seat in): 62 1/2 in. (160 cm)

Height: 77 in. (197 cm)

Weight: 750 lbs. (341 kg)

Available as a deluxe car set as a convenience for hotel/club/office rental games.



Atari Games Corporation
675 Sylvan Drive
P.O. Box 341112
Sunnyvale, CA 95094-1112
(408) 434-3700

© 1994 Atari Games Corporation. All Rights Reserved.